

SEGMENT JORUNE



This month we present "To Rescue a Scarmis," a mini-campaign by Geoff Gray, and we expand our series of articles on "Bringing your Players to Jorune."

In the last issue of White Wolf, we helped land your players on Jorune. Whether you get them here by starship or by warp, just bait that hook and pull them in! Jorune can serve as an excellent excursion or as a permanent setting for your campaigns. This issue describes the characteristics used to describe your characters on Jorune.

CHARACTERISTICS OF CREATURES

Characteristics for players on Jorune aren't as important as they are in other games. This is due mainly to the emphasis on people and situations rather than hack-and-slash. Because Jorune doesn't use experience points and treasure isn't the primary goal, players will find that their destiny has much more to do with their skill at playing than in beating the dice.

Power is one of the most common character goals in role-playing games, but most systems pay only lip-service to it. If power is measured by the number of weapons, troops, and military fortifications the player holds, the greatest reward of role-playing can be had by a first-time gamer in forty minutes time. On Jorune, real power lies with technology and information and the means to use it. Whereas some cretin with a tank may be the toughest guy around on some other world, on Jorune, the person who holds the maps of ocean warps holds the real power.

The role-playing system used in SkyRealms of Jorune is based upon these characteristics: Constitution, Social, Color, Strength, Education, Isho, Speed, Agility, Aim, Spot, Listen, and Learn. All but the last three characteristics are simple 3D6 rolls, but Spot, Listen, and Learn are generated by 1D6+7. No

characteristic may ever drop below 3 or be higher than 18. Characteristics are treated as aptitudes, not levels of accomplishment. For instance, Agility is the character's basic level of agility and the rate at which new physical skills can be learned, not the actual level of accomplishment with learned skills.

Dice are rolled against characteristics to determine success or failure for the character in tasks related to the characteristic. For instance, to see if a character is able to get out of the way of a falling thombo (an enormous two-legged beast of burden depicted in last month's Segment Jorune), a roll of 3D6 would be made against the character's Agility. Rolling at or below the characteristic indicates success. Failing this roll indicates a smushed player. For example, if Mike Smith is playing Jorune for the first time, and his character, "Bill the Unmerciful Butcher of the Lower Dungeon," has an Agility of 8, and a thombo trips and falls off a ledge 300 feet above his unsuspecting head, the sholari (Jorune referee) would interrupt Mike from his liquid pizza drink to ask him to make 3D6 rolls against his Spot and his Listen characteristics. If he succeeds on either of these rolls then the character may make a roll against Agility to see if he can get out of the way. Not all referees would be as generous, but there is a chance that as the thombo descends at great speed that it might either (1) alert Bill by blocking the sunlight from his slovenly and massive form, or (2) create a piercing cry as the creature plummets downward. Mike's Spot characteristic is 12, but he rolls a 13 on his Spot roll and so he doesn't see the behemoth descend. Next, Mike rolls 3D6 against his Listen roll. Surely he will hear the death cry of this two-ton bag of drumsticks. His Listen characteristic is a 9 and a 9 is rolled --- this blaster-totin' money-gropin' player character is alerted to the thombo's stealthful approach and takes action. Too late. Mike's Agility is 8 and an 18 was rolled. Bill the Unmerciful Butcher of the Lower Dungeon has become a permanent fixture of Jorune, a piece of residual waste from the Hall of Drenn, a composite glob of thombo and human watermelon.



Crugar

Bronth

Human

Shantha

Thriddle

Scarmis



Most of the characteristics are comparable to those found in other games. You can translate them directly over from your game system. If your current system uses percentile rolls, use the following translation table.

Percentile Characteristic	Jorune Characteristic
1	3
2 - 3	4
4 - 6	5
7 - 11	6
12 - 18	7
19 - 28	8
29 - 39	9
40 - 50	10
51 - 61	11
62 - 72	12
73 - 82	13
83 - 89	14
90 - 94	15
95 - 97	16
98 - 99	17
100	18



The characteristics requiring special explanation are: Social, Color, and Isho. Have your players roll 3D6 for any characteristics not used in your current system.

Social: This characteristic is used to determine the character's ability to adapt to new situations that involves social behavior. A high stat indicates a swift ability to blend into any crowd, make friends, and move swiftly up through the ranks. A low number indicates a social reject, someone who has difficulty mixing with others, or at least fails to climb social ladders.

Color: This is a character's energy IQ. It is a measure of how quickly a person on Jorune is able to adapt to the Isho, which is an ambient form of energy that permeates everything on Jorune. There are seven types of Isho, named after the seven moons of the planet: Shal, Ebba, Du, Gobey, Desti, Launtra, and Tra. Each of the different energy abilities, called "dyshas," fall into one of these groups. The higher a character's Color characteristic, the more groups he or she can learn dyshas in. Color is also used to see how quickly a character can figure out shanthic devices which rely upon Isho for activation. In a later issue we will describe the dyshas in more detail.

Isho: This characteristic is a measure of a character's ability to learn to gather Isho from the surrounding environment. Characters with a high Isho characteristic will increase their amount of usable Isho faster than those with a low Isho characteristic.

This scenario outline is detailed enough to run with only minor additions by the sholari, but there is ample opportunity to customize the adventure to fit into your present campaign. The style is free-form, describing the people, places and main events in the story. Please customize as you wish. Your enjoyment will multiply if you have a hand in the design.

It will be your responsibility to arrange the Jorune day that the campaign begins on. Refer to it as Day 1. The scenario should reach its conclusion by Day 4 in order for the players to be successful.

After some of the paragraphs that follow, tidbits of background information will guide you through to explain the Jorune words that appeared.

TO RESCUE A SCARMIS

A mini-adventure outline for SkyRealms Of Jorune.

By Geoff Gray

BACKGROUND INFORMATION

Bades Saulsmon and Daynis Corabe are the Priest and High Priest of the Mundell Cult in Ardoth. After several months of harassing the scarmis living in Oiders, they have taken steps to create such a climate of fear that all of the scarmis will leave the city. The general public has been wary of scarmis but the recent exploits of Gee-Och'o, the famous Beagre Hunt champion are improving relations. As persecutors of scarmis, the Mundells are not pleased by this state of affairs. They have kidnapped the beagre champion and hidden him in Lower Manser as they prepare for his ceremonial execution. This will be carried out four days after the player-group is contacted by scarmis.

Mundell Religion: The Mundell are a cult of mono-theistic worshipers that see the world in shades of good and evil. Viewed by the Mundell as neutral are: humans and humanoids, the Iscin races, some shanthas, and the mutant races (salu, acubon, trarch). The Mundell consider the ramian, scarmis, and cleash antithetical to their beliefs --- they are devil spawn. Their temple in Dryce is underground, which worries the other inhabitants of the neighborhood. Scarmis living in nearby Oiders have complained to yords about the "thatch burnings" in which their homes have been destroyed by Mundell worshipers. The chell's office is considering filling the entire Mundell underground complex with gravel. A legal battle is slated to begin next month. Since legal proceedings could start against the Mundell at any time, whatever the players might uncover could lead to greater repercussions for the Mundell than merely having their temple filled with gravel.

Dryce and Oiders are neighborhoods of Ardoth, both described on pages 26-27 of Companion Jorune: Ardoth. A chell is a mayor of a city on Jorune. The current Chell of Ardoth is Rhan Trohan.

PLAYER'S INTRODUCTION

One day as the players are going about their affairs in Ardoth, have them roll against Spot or Listen to see if anyone becomes aware of a group of scarmis following them at a distance. Unless the players make every attempt to lose them, the scarmis will slowly approach. They stop about 2 meters away, gently swaying from side to side, shaking their antaenea. A few seconds later the smallest among them speaks. He informs the players as best he can that the scarmis living in the Dirrla'och are being threatened and their huts are being burned. No one wants to help them because of the fears and prejudice lodged against scarmis for their wilderness affiliation with the cleash. Check the player's Current Events skill in practical knowledge to find out if anyone knows about the Chell's ongoing investigation. The scarmis stresses that their people in Ardoth are friendly and trustworthy.

The scarmis describe how racial hatred got out of hand a few days ago when Gee-Och'o, the brother of the speaker, disappeared whilst making a routine visit to a nearby kerring bay (players roll against their Current Events skill to see if they

know who Gee-Och'o is). They suspect he has been murdered or abducted by the same people who burn their thatches. The scarmis have not contacted the authorities because they believe that the Chell's inability to halt the thatch burnings implicate the city's government. They fear reprisal if their actions are seen as troublesome. They cannot pay the characters greatly for investigating the fate of Gee-Och'o but in exchange, they offer to instruct the characters in the ways of scarmis and cleash, and to give them whatever they can in the way of valuables (one of the scarmis holds up a cleash egg as this is said).

If the players agree to help, they are led to the Dirrla'och where they are given 3 cleash capsules: 1 blinder, 1 knock-out, and 1 T.J. They are pleaded with to hurry as if Gee-Och'o is being held they need to find him as soon as possible. Other than the capsules the scarmis cannot offer more help or information to the characters in their investigation.

The Dirrla'och is a small area in Central Oiders where the scarmis live. Cleash capsules are produced by the cleash as weapons and tools. Blinders induce blindness in terran life forms, knock-out capsules induce temporary unconsciousness, T.J.s explode with great force upon impact. The eggs of cleash become beautiful crystalline spheres when heated over fire. These eggs carry great value in the marketplace. Cleash sometimes kill their newborn when in need of currency.

GAINING INFORMATION AROUND ARDOTH AND DISCOVERING THE MUNDELL CULT

The players should ask around the city to obtain more information about the thatch burners. Have the characters roll against their Current Events skill to see if they have heard anything about "Mundells." If a character succeeds and can roll under his/her Learn stat they know that the Mundells have a temple in the neighborhood of Dryce. Otherwise, out into the streets they go...

The Mundells are not a well known religion in Ardoth (or in any other city on Jorune for that matter), though many residents of Dryce avoid the location of their temple. By questioning strangers on the streets of Dryce, the players will eventually uncover the information they seek. There is a 60% chance a random person approached by the characters has heard of the thatch burnings and there is a 40% chance they think the Mundells are involved. Whether they are sympathetic to the scarmis or their oppressors is up to you. There is a 10% chance that anyone who has heard of the Mundells actually knows the location of their temple, and there is a 1% chance the approached person is a Mundell! (although not realistic, it could make the scenario interesting).

Asking at illidges, on the street, or at cleps could solicit the information: roll dice for each encounter. It is up to the sholari as to the number of enquiries allowed each day. Each querid approached has an 80% chance of knowing a great deal about the Mundells, such as where the temple is, who the priests are and what their convictions consist of. Thriddle do not like them. Remember that a querid must be paid before informa-



Gee-Och'o, the Beagre Hunt Champion (and his prey)

tion is given, and the only forms payment querrid take are large sums of cash and tasty tidbits of information. Do not purposely guide players to a querrid unless it is their first adventure and they are making little progress. The querrids of Ardoth suspect it is the Mundell who are burning the thatches but can offer no proof. They could be convinced to aid the players.

Querrid are thriddle that dedicate their lives to the gathering and exchanging of information. They are closely aligned with the Mountain Crown of Tantricia, and never discuss why they collect information or the ultimate ambitions of the thriddle. In Ardoth they roam the streets or set up booths at the entrance of the Citadel. Querrids live in the Shen, with most of the other non-indigenous races residing in Ardoth.

VARIOUS KIMS

Clever players will approach the kims to see if any of these local neighborhood councils can provide any information. Although this is a very direct approach to take, insignificant tauter might be forced to wait a long time before being granted an audience. Have players roll against their Fast Talk skill. If the players make a bad impression on a kim, the sholari might have the players trailed by yords who will determine if they are causing trouble.

OIDERS KIM: The kim members here don't know too much about the Mundell's and treat the scarmis thatch burnings as the antics of wild kids. They are told that everything is being done to protect the homes of the scarmis, but the reassurances are insincere.

DRYCE KIM: Here mention of the Mundells brings an array of scowls. Many members are involved with the Chell's investigation, and don't want the issue stirred up before the Chell has a chance to act. Others kim members are affiliated with the Mundells and consider the players trouble makers. Tensions brought on by the players cause a heated argument to erupt between two kim members and the players are forced to leave. They can find out though where the temple is from a clerk as they scamper to the exit.

CITY CHELL'S OFFICE: Player characters can find out much at the Office of the Chell in the Cryshell Citadel. Remember that the Citadel entrance is controlled and caji must kern before entering. At the Chell's office, they can learn that the Mundell temple is underground, its specific location in the Dryce Neighborhood, the low level of tolerance that the Chell has for the Mundell temple, and the upcoming legal challenge to the Mundell properties. Non-human celebrations have been interfered with, and several thriddle have been applying pressure here for months to have the temple, "Filled with gravel so that no more Mundell hatred can emerge." Tembid So-Gotro is the name of a thriddle that comes to complain at the Chell's office every day without fail. On the day that the players come here he is complaining about a bad smell in the Shen, but if the players start a conversation, they will learn of his irritation with the Mundell.

THE MUNDELL TEMPLE

Set in large grounds East of Kivas Street in Dryce lies a 5 meter tall dome of packed earth, underneath which is the Mundell temple. Sparse trees and shrubs fill the grounds, interspersed by stone sculptures of "Human warriors" poised in angelic forms. From the base of some of the sculptures fumeroles of smoke swirl eerily around the figures. A stone path leads to a tunnel that snakes to a heavy door within the mound.

Three trarch are employed as all purpose workers; they do all the odd jobs around the temple from guard duty to gardening. There is a 60% chance during the day that 1D3 trarch are on the grounds. At night they usually remain in their quarters in the dome, keeping watch over the grounds.

Apart from the high priest and the trarch, several agents of the cult are residents here. Four human servants enter the temple each night for their meetings. The high priest is not always present in the temple; he shops and visits for a couple of hours each day and night. Even when the agents are absent, the trarch are still there.

KEY TO THE TEMPLE MAP

A: A small, bare, torchlit room decorated with a solitary table and bench. The door into the room is barred on the inside 80% of the time. The stairs in room A lead down to room C.

B: This medium sized chamber is smelly and musty. Small piles of garbage litter the floor. The three stay here and the room is full of useless junk, food, the odd gemlink, etc. Room B is at ground level and is entered through a door around the back of the dome.

C: Narrow steps lead down 10 meters to a thick drape. Behind this a large natural chamber is revealed. Wall paintings and pictograms illustrate the walls whilst several braziers and torches warm and illuminate the cave. Benches, chairs, and tables line the walls. Pitchers and plates lie on a couple of tables. Rugs cover the floor. The chamber is warm yet well ventilated.

D: The kitchen chamber. Two primitive stoves and an abundance of utensils take up the space here. A bench and table stand near the entrance and the room is very warm.

E: In this small chamber the foodstuffs are kept; barrels of dried meats, Rusper and wine and a little fruit.

F: Sleeping quarters: A large, open fire-pit is surrounded by ten bedcots and small wooden chests. This is where the Agents and their guests sleep. Roll 1D6 for the number of residents at any one time. An array of items is present, from bedclothes to lanterns to goblets to shields. A couple of Mundell pendants can be spotted under the beds. These are small circular pieces of metal ornately inscribed, hung on leather thongs.

G: Behind another drape the dark, heavily incensed temple cave lies. A few braziers light the cool room, whose column-supported ceiling stands 6m above the floor. Rows of benches face a natural dais, upon which is an altar. Before the altar glows a deep fire pit. To one side of the altar is a 3m tall human carved of stone holding a sword and a Cleash head aloft. Behind the statue is a hidden alcove --- hardly more than a large crack in the wall --- inside which are several clay totems of non-human creatures, bottles of thombo blood, packets of "flash-power" which act as blinder capsule when set a light, and several weapons. All of the weapons have their blades engraved with Mundell inscriptions.

H: Daynis Corabe's chamber. A large glispeen-wood desk, a large sofa and a long, comfortable bed adorn this musk-scented room. Near its entrance is a secret door that is -2 Skill Levels to Spot. It leads upwards to come up under a bush in the temple grounds. On the desk are uninteresting journals on Mundellism and a couple of bestiaries containing lies and half-truth's

about the creatures the Mundells see as devil-spawn. There is also a memo in one drawer, written by Bades Saulsmon and addressed to the high priest. On a plain piece of parchment it says "Preparation's going well, but will you be ready in time? Servants can be trusted and cargo well hidden under the strip. Awaiting further supplies from Jasp. Come to shop soon." The letter ambiguously reveals that the scarmis prisoner is being kept under the Manser Strip and is in some way connected to Bades' home. Bades is awaiting further ritual supplies from Mundells in Jasp but is presently guarding the prisoner. Under the bed is a locked chest. Inside is 1 gemstar, 1 suit of thailierian armor, several crystals, a set of traveling clothes and 1 weeks dried rations.

I: This small storage cave contains incense, prayer books, a money collections basket (passed through the congregation) and various common equipment.

J: A natural well forms a pool in one corner with a small forge alongside it. Weaponsmith tools and equipment are kept on 2 tables. A near finished +1,+1 (to armor penetration, damage) sword stands in a bucket.

K: Dozens of ritual robes hang here. They are of dark brown cloth and cover the body, head, and face.

NOTES ON THE MUNDELL RELIGION

The Mundell's cause was founded just over one-hundred years ago. The first cultists were made up of warriors and survivors of attacks from cleash, ramian, and the like, who banded together on missions to hunt these beings. Down through the years their resentment grew into a religious fervor that many outsiders flocked to. They cultivated insidious hatred against little understood races. As the sect grew, the ideology shifted toward creating larger scale fear and hatred of most alien creatures. Although not a very large nor organized religion, racist members can be found in many large towns or in areas where harassment of "devil-spawn" is common.

Two nights a week and during each afternoon, the temple is open to members. There are currently several hundred of them in Ardoth. Hopefully, no player-character would ever wish to become a Mundell, but if in the course of play, a character wants to go through the initiation ceremony, use your judgment and imagination to proceed.

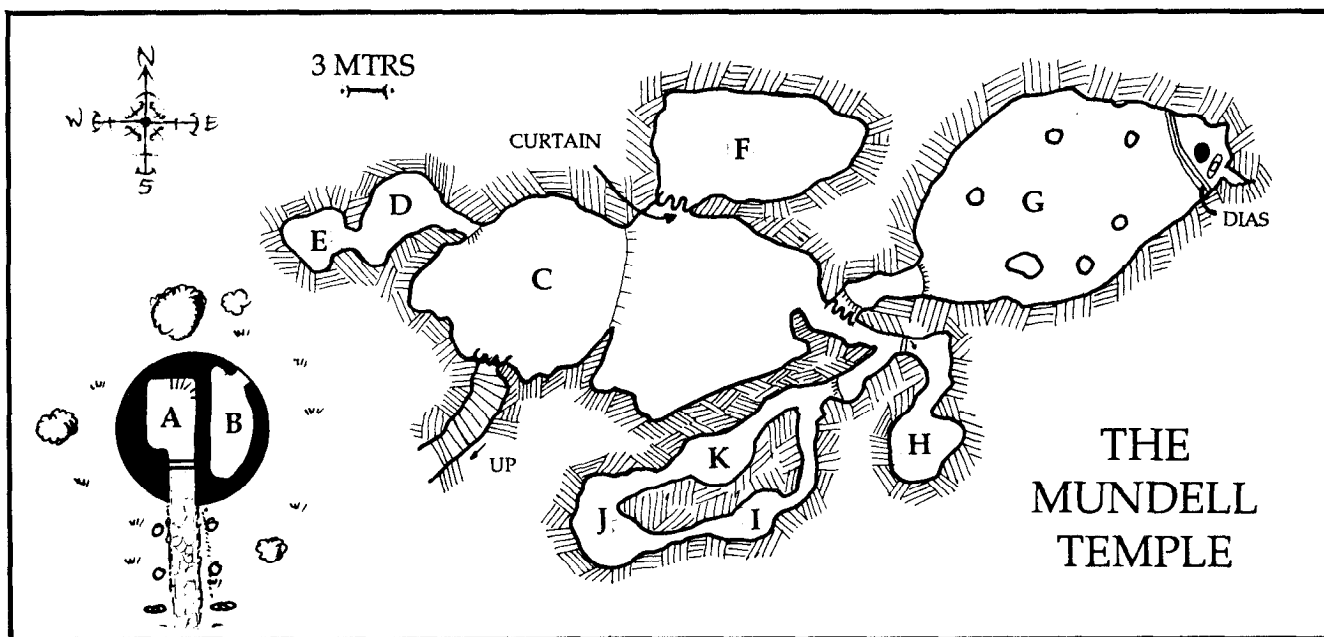
The congregation is made up of punks used as muscle, Drenn used for their connections, and common folk. The incentives are books, wards, and small pieces of Earth-Tec items (no energy weapons). A dozen muadra and Iscin races number among the cult's members.

DAYNIS CORABE

Originally from Coise, this forty-year-old Human moved to Ardoth after his family was butchered by a party of cleash 28 years ago while vacationing in Miedrinth. He afterwards trained and earned his livelihood as a weaponsmith. Eight years later, while in Saybah, he met a Mundell priest and was inspired by their doctrines, fueled by his own haunted past. Since then he has travelled back and forth to Saybah and at the time of the old priest's death, began construction of his own temple in Ardoth, which was completed about a year ago. He now lives in the temple, receiving money from his congregation. He has funded several raids against the ramian and plans to go himself on the next mission.

His stats are average except for his social rating of 17. Corabe wears robes, no armor, and about 10 gemlinks worth of jewelry. He is familiar with the sword he carries, which has +2,+2 (bonus to armor penetration, bonus to injury). He is experienced in fist, kick, and tackle combat and also uses throwing knives at that level.

Recently he purchased a blaster, but is inexperienced with it. He keeps it unloaded except for its slab ammo, and carries his three power cells on his person. It takes a blaster about ten seconds to come to operating temperature when a power cell is inserted into a cold weapon.



BADES SAULSMON

Saulsmon is a middle-aged, wealthy merchant who met Corabe 7 years ago. Due to circumstance and similar family background they soon became close friends. When Bades came to Ardoth and became a successful clep-owner, Corabe appointed him a priest of the Mundell cult. Unlike Corabe, he gained his drennship very quickly, though not without leverage from a couple of Ardothian administrators involved in his sometimes shady business dealings.

This charismatic and friendly man has average stats; however, behind the smiling facade lies a devious business mind. He is a fanatical Mundell and will kill if his beliefs are in jeopardy. He is seasoned in city skills and ranks experienced in merchant abilities. He wields a sword at familiar competence and has familiar accuracy with the laser pistol he carries. Under orders from Daynis Corabe, the laser's power cell is to be kept out of the weapon until it is needed. Wearing a leather suit, he has no money or equipment on him when encountered by the player characters, just his weapons and 2 power cells for the pistol (1 cell full, 1 cell 1/2 full).

His home lies on the edge of the Manser Strip where his clep, "The Jaspian Treasure Trove" retails clothing, cultural items and oddities from far-off lands. Bades' wife runs the clep with several thivin assistants. The Mundell "M" inscription is commonplace on items for sale and a few books on Mundellistic philosophy are kept in stock.

Behind the clep, his two-story house is accessible. Several servants are employed there to keep the place well-maintained. In the basement a narrow crack in the wall leads to a tunnel that goes down to Lower Manser. It is set to the rear of the basement and is obscured from prying eyes by a large-wine rack.

THE PLANS FOR THE SCARMIS

Saulsmon sent a couple of thugs to abduct the popular Gee-Och'o, and transport him to Bades' home in a very large sack. From there he was taken under escort through the tunnel down to Lower Manser where he is being kept in the basement of a derelict house. Bades and the two thugs remain in the basement preparing the scarmis for a sacrificial ceremony on Day 4. The execution of the scarmis will ensure their luck on their approaching raid on a scarmis wilderness encampment.

Bades and his men wait with a room with few comforts: a small stove and bedcots. Saulsmon is a little paranoid and will not leave the scarmis until the pre-set night. Allow them to make observation rolls when the characters encounter them. If possible, they will ambush the players.

At midnight on Day 4, the scarmis will be put in a crate, marked with Saulsmon's clep's notices, and ferried out of Lower Manser, and over to Dryce. There, the three trarch will collect and take the crate to the temple where 50+ Mundell cultists await the execution of the "Devil-spawn."

THE TUNNELS TO LOWER MANSER

From behind the wine rack, a narrow, winding tunnel leads through the ground to Lower Manser. The natural tunnels are damp and misty. A pack of beagre inhabit one area of the small maze of tunnels. They resurface at three points and sometimes must be driven from Bades' home by the servants.

FRUSTRATION

If the player characters have trouble sorting out the clues, recycle the campaign's most important points in your head and try to find a new way to give them a clue. Here is a recap: The players must discover that the Mundell cult is responsible for the thatch burnings, the location of the temple, the document that implicates Bades Saulsmon, the location of the hidden tunnel in the basement of Bades' house off the Manser Strip, the house that holds Gee-Och'o, Bades, and two human thugs.

FINDING THE SCARMIS

Once free, Gee-Och'o will tell his brothers of the Dirrla'och of his ordeal. The players will hopefully suggest turning over their information to the yords, a kim, or directly to the office of the chell himself. Residents will rally behind the scarmis if word gets out of the Mundell plot. This will lead to rapid action by the chell. The Mundell temple will be filled with gravel, the cult barred from Ardoth and the priests slung in harris for attempted murder of a public official (Gee-Och'o is a Beagre Hunt Official for this month's hunt).

Successful rescue of the scarmis will make the characters fast friends with the scarmis encampment. They will be given 6 cleash capsules and the 15 cleash eggs owned by the colony. In addition, interested player characters will be given opportunity to learn about scarmis and cleash. They can stay with the scarmis for 10 days, at the end of which they receive a +3 bonus when rolling against Spot and Listen for cleash and scarmis.

As a continuation of this campaign, murder attempts on the player-characters may follow by Mundell cultists in the city. This could add some interesting complications to the players lives in Ardoth, but hopefully no true harm will come to them --- the majority of Mundell in Ardoth are not warriors or skilled at deadly arts. Hopefully, all the players have to fear is a well crafted flute or a hot sausage being hurled at them.

Next Issue

We took some extra space this month for the mini-campaign and an explanation of characteristics used for Jorune. We'll be back next issue with an example of putting players down on Jorune in a new campaign.

Earth/Jorune

We appreciate any feedback you may have relating to the segment. Please address all correspondence to: SKYREALMS/WW, PO BOX 5543, Berkeley, CA, 94705 (415)-548-0804

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Please Note: Burdoth is sold out, although there are copies remaining in some retail stores.

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